# Star Wars Miniatures Maps

Posted by Ghenghis Ska - 2007/09/07 09:51

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For some time now i have been wanting to make a Map for use with the Star Wars Minis game in DF.
I have a few ideas as to maps i wanted to try, and so far have two that i am working on, presented in the first post is the first of the two maps i am working on.

I am putting up the two versions i came up with in the hopes of maybe getting some feedback as to which people like better.

A little info.
This one is based off of the "Death Star"  The left of the map is the detnetion blocks, the far right is the Hanger the Falcon was in, and various other features, turbo lift, a few control centers, and the trash compactor(next to the Cells).

I was going to run a little scenerio with it which i am still working on...
map width = 64.0
map height = 40.0

Map 1's Parts
SF corner wall 19
SF straight wall  8
SF long wall 12
SF floor 2x2  36
Griffon Intersection inserts 1 set (4)
SF floor 4x6  2
SF floor 6x6  3
SF diagonal wall  4
SF diagonal floor  4
SF curved corner wall  2
SF curved corner floor  2
SF 4-way intersection  1
SF hatch floor closed  3
SF straight porthole wall  4
SF archway w. force field insert  10
SF power coupling pillar  6
SF computer panel  4

Map 2's Parts
SF corner wall 19,
SF straight wall  10
SF long wall  12
SF floor 2x2  34
Griffon Intersection inserts 1 set (4)
SF floor 4x6 2
SF floor 6x6  3
SF diagonal wall  4
SF diagonal floor  4
SF curved corner wall  2
SF curved corner floor  2
SF 4-way intersection  1

SF hatch floor closed 3
SF straight porthole wall 4
SF archway w.insert 10
SF power coupling pillar 6
SF computer panel 4

Which map do people like better?
http://dwarvenforge.com/images/fbfiles/images/27166/02Detentionescape2.jpg
http://dwarvenforge.com/images/fbfiles/images/27166/01DetentionescapeDrawing.jpg

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